

IN THE CLAIMS:

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1. A gaming system adaptable to playing preferences, comprising:
a slot machine for allowing a player to bet on pseudo-randomized events,
said slot machine including
means for receiving preference data representing a preferred
operation of said slot machine; and
means for programming said slot machine to operate according to
said received preference data, and
a central server including:
means for storing a collection of data representing various
operations of said slot machine; and
means for selectively transmitting a portion of said stored collection
of data to said slot machine as preference data.
2. The system according to claim 1, wherein said slot machine further
comprises
means for receiving player identification data, and
means for transmitting said received player identification data to said
central server.
3. The system according to claim 2, wherein said central server
further comprises means for receiving said player identification data from said
slot machine.

4. The system according to claim 3, wherein said means for storing comprises means for indexing said collection of data according to player identification data; and

wherein said means for selectively transmitting comprises means for selecting a portion of said stored collection of data corresponding to said received player identification data and for transmitting the selected portion as player preference data.

5. The system according to claim 2, wherein said central server further comprises means for progressively accumulating player reward points associated with said player identification data according to amounts that said player bets on said slot machine and said preference data.

6. The system according to claim 5, wherein said central server further comprises means for transmitting said accumulated player reward points to said slot machine, and wherein said slot machine comprises means for receiving said transmitted accumulated player reward points and for displaying said received accumulated player reward points.

7. The system according to claim 1, wherein said slot machine further comprises

means for monitoring said player's play results, and
means for transmitting result data representing said player's monitored results to said central server.

8. The system according to claim 7, wherein said central server further comprises means for receiving said result data from said slot machine.

9. The system according to claim 8, wherein said server further comprises means for establishing casino preferences according to said result data and for storing data representing the established casino preferences for that player.

10. The system according to claim 9, wherein said means for selectively transmitting comprises means for selecting a portion of said stored collection of data corresponding to the established casino preferences.

11. The system according to claim 1, wherein said means for selectively transmitting comprises means for determining a payout type according to said received preference data.

12. The system according to claim 11, wherein said means for determining a payout type includes means for determining that said payout type is one of cash, increased player reward points, a prize, a complimentary amenity, and a discount coupon.

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13. A server for configuring a slot machine to playing preferences, comprising:

means for storing a collection of data representing various operations of said slot machine; and

means for selectively transmitting a portion of said stored collection of data to said slot machine as preference data.

14. The server according to claim 13, further comprising means for receiving a player identification number and for retrieving a portion of said stored collection of data corresponding to the received player identification number as player preference data for that player.

15. The server according to claim 14, wherein the means for selectively transmitting comprises means for transmitting said player preference data to said slot machine.

16. The server according to claim 13, further comprising means for receiving a player identification number, means for determining whether a portion of said stored collection of data corresponds to established casino preferences for that player, and means for retrieving said portion of said stored collection of data as casino preference data.

17. The server according to claim 16, wherein the means for selectively transmitting comprises means for transmitting said casino preference data to said slot machine.

18. The server according to claim 13, further comprising means for receiving play results of said player and for establishing casino preferences based upon the received play results.

19. The server according to claim 18, further comprising means for transmitting said casino preferences to said slot machine as casino preference data.

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20. A game machine, adaptable to playing preferences, for allowing a player to bet on pseudo-randomized events controlled by the game machine, comprising:

means for receiving preference data representing a preferred operation of said game machine from an electronic storage medium; and

means for configuring said game machine to operate according to said received preference data.

21. The game machine according to claim 20, wherein said electronic storage medium comprises a magnetically-encoded card.

22. The game machine according to claim 20, wherein said electronic storage medium comprises a remote electronic server.

23. The game machine according to claim 20, further comprising means for receiving a player tracking card containing a player identification number and means for transmitting the player identification number to said networked server.

24. The game machine according to claim 23, wherein said means for receiving preference data comprises means for receiving player preference data corresponding to game parameters of said game machine.

25. The game machine according to claim 23, wherein said means for receiving preference data comprises means for receiving casino preference data corresponding to casino parameters of said game machine.

26. The game machine according to claim 23, further comprising means for storing default game parameter values and default casino parameter values.

27. The game machine according to claim 26, further comprising means for configuring said game machine to operate according to said default game parameter values and default casino parameter values if said means for receiving preference data does not receive any preference data.

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28. A method of entering player preference data into a gaming system, comprising the steps, executed by a game machine, of:

- receiving a player tracking card;
- reading a player identification number from the player tracking card;
- receiving player preference data; and
- transmitting the received player preference data and the player identification number to a remote server for storage.

29. The method according to claim 28, further comprising the step of storing the transmitted player preference data in said server.

30. The method according to claim 28, further comprising the step of displaying a menu containing parameter values from which a player can select the player preference data.

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31. An article of manufacture for causing a device to store player preference data in a gaming system, comprising:

means for causing a device to receive a player tracking card;

means for causing a device to read a player identification number from the player tracking card;

means for causing a device to receive player preference data; and

means for causing a device to transmit the received player preference data and the player identification number to a remote server for storage.

32. A method of configuring a slot machine according to player preferences, comprising the steps, executed by the slot machine, of:

- receiving a player tracking card;
- reading a player identification number from the player tracking card;
- transmitting the player identification number to a remote server;
- receiving player preference data corresponding to the player identification number; and
- configuring the slot machine according to the received player preference data.

33. The method according to claim 32, further comprising the steps of:

- allowing a player to play at least one game on the slot machine;
- surrendering the player tracking card to the player;
- accessing game default values; and
- configuring said slot machine according to said game default values.

34. An article of manufacture for causing a device to configure a slot machine according to player preferences, comprising:

means for causing a device to receive a player tracking card;

means for causing a device to read a player identification number from the player tracking card;

means for causing a device to transmit the player identification number to a remote server;

means for causing a device to receive player preference data corresponding to the player identification number; and

means for causing a device to configure the slot machine according to the received player preference data.

35. A method of configuring a slot machine to casino preferences, comprising the steps, executed by the slot machine, of:

- receiving a player tracking card;
- reading a player identification number from the player tracking card;
- transmitting the player identification number to a remote server;
- receiving casino preference data corresponding to the player identification number; and
- configuring the slot machine according to the received casino preference data.

36. The method according to claim 35, further comprising the steps of:

- allowing a player to play at least one game on said slot machine;
- transmitting play results from said slot machine to said remote server;
- receiving updated casino preference data;
- configuring said slot machine according to said updated casino preference data.

37. The method according to claim 36, further comprising the steps of:

- surrendering said player tracking card; and
- configuring said slot machine to casino default values.

38. An article of manufacture for causing a device to configure a slot machine to casino preferences, comprising:

means for causing a device to receive a player tracking card;

means for causing a device to read a player identification number from the player tracking card;

means for causing a device to transmit the player identification number to a remote server;

means for causing a device to receive casino preference data corresponding to the player identification number; and

means for causing a device to configure the slot machine according to the received casino preference data.

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